Wright State University

CORE Scholar

Spring 2012

CS 399-01: iOS Programming

Erik Marlow Buck
Wright State University - Main Campus, erik.buck@wright.edu

Learning Objectives

✳ Competency developing software for iOS devices including any of iPhone, iPod Touch, or iPad

✳ Understanding of the C and Objective-C programming languages

✳ Understanding of typical embedded software constraints including resource management

✳ Understanding of iOS development tools and software development life cycles

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Schedule and Contact

✳ Class 26-MAR-12 to 08-JUN-12

✳ 10:25 am - 12:05 pm MW Dunbar Library 058

✳ Office Hours: 12:05 pm - 1:05 pm MW Dunbar Library 058

erik.buck@wright.edu

Home phone: 937-431-1667

Evaluation and Policy

✳ 50% Project Assignments (4)*

✳ 30% Homework Assignments (10) (Start homework assignments with Internet search: most questions can be answered with one sentence and a URL)

✳ 20% Final examination

✳ A/90%, B/80%, C/70%, D/60%, F/50% (70% average on the programming projects to pass the class)

✳ All Assignments must be submitted via Pilot drop box.

*Collaboration is acceptable, but each student must turn in a unique project.

Course Outline

❋ Module 1: Native iOS Application Components

❋ Module 2: Cocoa Touch Application Architecture

❋ Module 3: ANSI C and Objective-C

❋ Module 4: Loose Coupling & Alternatives to Inheritance

❋ Module 5: Reference Counting Resource Management

Course Outline (continued)

✳ Module 6: Objective-C Blocks

✳ Module 7: iOS User Interface Survey

✳ Module 8: Event Driven Programming

✳ Module 9: Custom Drawing & Animation

✳ Module 10: Multi-touch Input & Gestures